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IEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

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3 6,672,011	 <u>Modular command post system</u>
4 6,660,767	 <u>Coumarin compounds as microtubule stabilizing agents and therapeutic uses thereof</u>
5 6,594,877	 <u>Method and equipment of recycling used-automobiles</u>
6 6,588,976	 <u>Concrete placing and screeding apparatus and method</u>
7 6,174,116	 <u>Adjustable interlocking panels</u>
8 5,892,900	 <u>Systems and methods for secure transaction management and electronic rights protection</u>
9 5,764,518	 <u>Self reproducing fundamental fabricating machine system</u>
10 5,659,477	 <u>Self reproducing fundamental fabricating machines (F-Units)</u>
11 5,565,623	 <u>Method and means for measuring wear in constant velocity joints</u>
12 5,026,010	 <u>Latched detachable leg assembly</u>
13 4,873,777	 <u>Press fit gun cradle for firearm maintenance and repair</u>
14 4,612,946	 <u>Automatic set-up system</u>
15 4,609,002	 <u>Automatic set-up system</u>
16 4,609,001	 <u>Automatic set-up system</u>
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1 [Four paradigms of information systems development](#)



Rudy Hirschheim, Heinz K. Klein

October 1989 **Communications of the ACM**, Volume 32 Issue 10

Publisher: ACM Press

Full text available: pdf(2.09 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Developing computer-based information systems necessarily involves making a number of implicit and explicit assumptions. The authors examine four different approaches to information systems development.

2 [Persistent storage for a workflow tool implemented in Smalltalk](#)



Bob Beck, Steve Hartley

 October 1994 **ACM SIGPLAN Notices , Proceedings of the ninth annual conference on Object-oriented programming systems, language, and applications OOPSLA '94**, Volume 29 Issue 10

Publisher: ACM Press

Full text available: pdf(1.74 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes a new workflow model and its implementation in Smalltalk. The paper also details problems with using a RDBMS as the persistent store for the workflow tool and the subsequent experiences in using an ODBMS for this purpose. The final solution was a coexistence approach, using the RDBMS for legacy corporate data and the ODBMS for the process description and workflow status data.

3 [OOPSLA onward! track: No name: just notes on software reuse](#)



Robert Biddle, Angela Martin, James Noble

December 2003 **ACM SIGPLAN Notices**, Volume 38 Issue 12

Publisher: ACM Press

Full text available: pdf(2.62 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In the beginning, so our myths and stories tell us, the programmer created the program from the eternal nothingness of the void. In this essay, we recognise that programs these days are like any other assemblage, and suggest that in fact programming has always been about reuse. We also explore the nature of reuse, and claim that Components themselves are not the most important consideration for reuse; it is the end product, the composition. The issues still involve value, investment, and return. ...

Keywords: components, object-oriented programming, software reuse

4 Onward papers: No name: just notes on software reuse



Robert Biddle, Angela Martin, James Noble

October 2003 **Companion of the 18th annual ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**

Publisher: ACM Press

Full text available: pdf(1.81 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In the beginning, so our myths and stories tell us, the programmer created the program from the eternal nothingness of the void. In this essay, we recognise that programs these days are like any other assemblage, and suggest that in fact programming has always been about reuse. We also explore the nature of reuse, and claim that Components themselves are not the most important consideration for reuse; it is the end product, the composition. The issues still involve value, investment, and return. ...

Keywords: components, object-oriented programming, software reuse

5 Innovation, management & strategy: IT-based innovation in a digital economy: a social learning perspective



D. A. Wassenaar, C. P. Katsma

March 2004 **Proceedings of the 6th international conference on Electronic commerce ICEC '04**

Publisher: ACM Press

Full text available: pdf(368.89 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper argues that the existing notion of knowledge exchange and knowledge management is too static and mechanic. Building upon the SLC framework of Boisot and innovation theory we derive a model that is used to describe the implementation of Information Systems from a Knowledge Management (KM) perspective. We employ this model in three case studies of Enterprise System (ES) implementations. Enterprise Systems have been developing through the last decade from intra organizational systems (ERP ...

Keywords: enterprise systems, implementation organizational learning, knowledge management, social learning cycle

6 Analysis, simulation and experimentation: An evaluation of inter-vehicle ad hoc networks based on realistic vehicular traces



Valery Naumov, Rainer Baumann, Thomas Gross

May 2006 **Proceedings of the seventh ACM international symposium on Mobile ad hoc networking and computing MobiHoc '06**

Publisher: ACM Press

Full text available: pdf(629.32 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Vehicular ad hoc networks (VANETs) using WLAN technology have recently received considerable attention. The evaluation of VANET routing protocols often involves simulators since management and operation of a large number of real vehicular nodes is expensive. We study the behavior of routing protocols in VANETs by using mobility information obtained from a microscopic vehicular traffic simulator that is based on the real road maps of Switzerland. The performance of AODV and GPSR is signif ...

Keywords: VANET, ad hoc network, broadcasting, greedy forwarding, inter-vehicle communication, realistic mobility model, routing, simulation, vehicular network

7 Shape-based retrieval and analysis of 3D models



Thomas Funkhouser, Michael Kazhdan

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes**

SIGGRAPH '04**Publisher:** ACM PressFull text available:  [pdf\(12.56 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Large repositories of 3D data are rapidly becoming available in several fields, including mechanical CAD, molecular biology, and computer graphics. As the number of 3D models grows, there is an increasing need for computer algorithms to help people find the interesting ones and discover relationships between them. Unfortunately, traditional text-based search techniques are not always effective for 3D models, especially when queries are geometric in nature (e.g., find me objects that fit into thi ...

8 Survey of expert critiquing systems: practical and theoretical frontiers

Barry G. Silverman

April 1992 **Communications of the ACM**, Volume 35 Issue 4**Publisher:** ACM PressFull text available:  [pdf\(2.84 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**Keywords:** critics, expert critiquing systems**9 Towards best practices in software teamwork**

Judy Cushing, Kate Cunningham, George Freeman

December 2003 **Journal of Computing Sciences in Colleges**, Volume 19 Issue 2**Publisher:** Consortium for Computing Sciences in CollegesFull text available:  [pdf\(46.49 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Because software development is very definitely a team effort involving unclear, intractable or fuzzy real-world problems, coursework on technical skills and theoretical concepts is not enough to prepare computer science students for the "real world". As educators come to realize this, software engineering curricula are increasingly including capstone project work, in many cases team-oriented. Computer science students, however, rarely have adequate interpersonal and team skills to succeed at th ...

10 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research****Publisher:** IBM PressFull text available:  [pdf\(4.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

11 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes****SIGGRAPH '04****Publisher:** ACM PressFull text available:  [pdf\(11.22 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing

applications in physically based modeling, VR, haptics, and robotics.

12 HydroJ: object-oriented pattern matching for evolvable distributed systems



Keunwoo Lee, Anthony LaMarca, Craig Chambers

October 2003 **ACM SIGPLAN Notices , Proceedings of the 18th annual ACM SIGPLAN conference on Object-oriented programing, systems, languages, and applications OOPSLA '03**, Volume 38 Issue 11

Publisher: ACM Press

Full text available: pdf(311.06 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In an evolving software system, components must be able to change independently while remaining compatible with their peers. One obstacle to independent evolution is the *brittle parameter problem*: the ability of two components to communicate can depend on a number of *inessential* details of the types, structure, and/or contents of the values communicated. If these details change, then the components can no longer communicate, even if the *essential* parts of the message remain ...

Keywords: HydroJ, XML, distributed systems, dynamic dispatch, object-oriented programming, pattern matching, semi-structured data, software evolution, ubiquitous computing

13 Reproductive adaptive plans



Daniel J. Cavicchio

August 1972 **Proceedings of the ACM annual conference - Volume 1**

Publisher: ACM Press

Full text available: pdf(1.05 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper traces the experimental development of a new class of powerful and flexible adaptive plans, called reproductive plans. Adaptive plans are formally presented as search procedures for locating superior devices in an extremely large space. Reproductive adaptive plans operate by treating the search procedure as an evolutionary process of finding the best organism in a certain environment. Devices are represented as strings or chromosomes. At each "generation" or time step ...

Keywords: Adaptation, Adaptive plans, Adaptive search, Adaptive systems, Artificial intelligence, Evolution, Heuristic search, Learning, Pattern recognition, Reproductive adaptive plans, Search procedures

14 Gross motion planning—a survey



Yong K. Hwang, Narendra Ahuja

September 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 3

Publisher: ACM Press

Full text available: pdf(6.40 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Motion planning is one of the most important areas of robotics research. The complexity of the motion-planning problem has hindered the development of practical algorithms. This paper surveys the work on gross-motion planning, including motion planners for point robots, rigid robots, and manipulators in stationary, time-varying, constrained, and movable-object environments. The general issues in motion planning are explained. Recent approaches and their performances are briefly described, a ...

Keywords: collision detection, computational geometry, implementation, motion planning, obstacle avoidance, path planning, spatial representation





Jihie Kim, Jim Blythe

January 2003 **Proceedings of the 8th international conference on Intelligent user interfaces****Publisher:** ACM PressFull text available: pdf(370.11 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Interactive tools to help users author plans or processes are essential in a variety of domains. KANAL helps users author sound plans by simulating them, checking for a variety of errors and presenting the results in an accessible format that allows the user to see an overview of the plan steps or timelines of objects in the plan. From our experience in two domains, users tend to interleave plan authoring and plan checking while extending background knowledge of actions. This has led us to refine ...

Keywords: knowledge acquisition, knowledge bases, plan analysis, plan authoring, process models

16 Towards scalable location-aware services: requirements and research issues



Mohamed F. Mokbel, Walid G. Aref, Susanne E. Hambrusch, Sunil Prabhakar

November 2003 **Proceedings of the 11th ACM international symposium on Advances in geographic information systems****Publisher:** ACM PressFull text available: pdf(195.35 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The emergence of location-aware services calls for new real time spatio-temporal query processing algorithms that deal with large numbers of mobile objects and queries. Online query response is an important characterization of location-aware services. A delay in the answer to a query gives invalid and obsolete results, simply because moving objects can change their locations before the query responds. To handle large numbers of spatio-temporal queries efficiently, we propose the idea of *shari* ...

Keywords: location-aware services, moving objects, spatio-temporal databases

17 Special section: Reasoning about structure, behavior and function



B. Chandrasekaran, Rob Milne

July 1985 **ACM SIGART Bulletin**, Issue 93**Publisher:** ACM PressFull text available: pdf(5.13 MB) Additional Information: [full citation](#), [abstract](#), [references](#)

The last several years' of work in the area of knowledge-based systems has resulted in a deeper understanding of the potentials of the current generation of ideas, but more importantly, also about their limitations and the need for research both in a broader framework as well as in new directions. The following ideas seem to us to be worthy of note in this connection.

18 Simulation and games: Distinguishing games and simulation games from simulators



Viknashvaran Narayanasamy, Kok Wai Wong, Chun Che Fung, Shri Rai

April 2006 **Computers in Entertainment (CIE)**, Volume 4 Issue 2**Publisher:** ACM PressFull text available: pdf(283.75 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The advanced computational capabilities in modern personal computers have made it possible for consumers to experience simulations with a high degree of verisimilitude through simulation games (a.k.a. Sims). In recent years, the cross-boundary technology exchange between game and simulation technology, along with other factors, has contributed to the confusion as to what makes a simulation game and what makes a simulator. This article provides a user's and designer's perspective on a definitive ...

Keywords: computer simulation games, digital games, serious games, simulators

19 Recognition: View independent vehicle/person classification

Lisa M. Brown

October 2004 **Proceedings of the ACM 2nd international workshop on Video surveillance & sensor networks****Publisher:** ACM PressFull text available: pdf(866.45 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present an object classification system for digital video surveillance which can be used for an arbitrary camera viewpoint. The system was designed to distinguish humans from vehicles for an arbitrary scene. The system employs a two phase approach. In the first phase, human/vehicle recognition is performed using classical feature-based classification. This phase is used to initialize view-normalization parameters. The parameters allow the second phase, to perform improved cl ...

Keywords: digital video surveillance, object classification, object recognition**20** Frontmatter (TOC, Letters, Election results, Software Reliability Resources!,Computing Curricula 2004 and the Software Engineering Volume SE2004, Software Reuse Research, ICSE 2005 Forward)July 2005 **ACM SIGSOFT Software Engineering Notes**, Volume 30 Issue 4**Publisher:** ACM PressFull text available: pdf(6.19 MB) Additional Information: [full citation](#), [index terms](#)

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21 [Research session: query optimization #1: Consistently estimating the selectivity of conjuncts of predicates](#)

V. Markl, N. Megiddo, M. Kutsch, T. M. Tran, P. Haas, U. Srivastava

 August 2005 **Proceedings of the 31st international conference on Very large data bases VLDB '05**

Publisher: VLDB Endowment

 Full text available: [pdf\(366.40 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Cost-based query optimizers need to estimate the selectivity of conjunctive predicates when comparing alternative query execution plans. To this end, advanced optimizers use multivariate statistics (MVS) to improve information about the joint distribution of attribute values in a table. The joint distribution for all columns is almost always too large to store completely, and the resulting use of partial distribution information raises the possibility that multiple, non-equivalent selectivity es ...

22 [A survey of image registration techniques](#)

Lisa Gottesfeld Brown

 December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4

Publisher: ACM Press

 Full text available: [pdf\(5.20 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Registration is a fundamental task in image processing used to match two or more pictures taken, for example, at different times, from different sensors, or from different viewpoints. Virtually all large systems which evaluate images require the registration of images, or a closely related operation, as an intermediate step. Specific examples of systems where image registration is a significant component include matching a target with a real-time image of a scene for target recognition, mon ...

Keywords: image registration, image warping, rectification, template matching

23 [Subgroup Discovery with CN2-SD](#)

Nada Lavrač, Branko Kavšek, Peter Flach, Ljupčo Todorovski

 December 2004 **The Journal of Machine Learning Research**, Volume 5

Publisher: MIT Press

 Full text available: [pdf\(435.37 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper investigates how to adapt standard classification rule learning approaches to subgroup discovery. The goal of subgroup discovery is to find rules describing subsets of

the population that are sufficiently large and statistically unusual. The paper presents a subgroup discovery algorithm, *CN2-SD*, developed by modifying parts of the CN2 classification rule learner: its covering algorithm, search heuristic, probabilistic classification of instances, and evaluation measures. Experi ...

24 Genetic algorithms: A genetic algorithm for unmanned aerial vehicle routing



Matthew A. Russell, Gary B. Lamont

June 2005 **Proceedings of the 2005 conference on Genetic and evolutionary computation GECCO '05**

Publisher: ACM Press

Full text available: pdf(2.59 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Genetic Algorithms (GAs) can efficiently produce high quality results for hard combinatorial real world problems such as the Vehicle Routing Problem (VRP). Genetic Vehicle Representation (GVR), a recent approach to solving instances of the VRP with a GA, produces competitive or superior results to the standard benchmark problems. This work extends GVR research by presenting a more precise mathematical model of GVR than in previous works and a thorough comparison of GVR to Path Based Representati ...

Keywords: genetic algorithm, genetic vehicle representation, unmanned aerial vehicle, vehicle routing problem

25 IS '97: model curriculum and guidelines for undergraduate degree programs in information systems



Gordon B. Davis, John T. Gorgone, J. Daniel Couger, David L. Feinstein, Herbert E. Longenecker

December 1996 **ACM SIGMIS Database , Guidelines for undergraduate degree programs on Model curriculum and guidelines for undergraduate degree programs in information systems IS '97**, Volume 28 Issue 1

Publisher: ACM Press

Full text available: pdf(7.24 MB) Additional Information: [full citation](#), [citations](#)

26 Special issue: AI in engineering



D. Sriram, R. Joobbani

April 1985 **ACM SIGART Bulletin**, Issue 92

Publisher: ACM Press

Full text available: pdf(8.79 MB) Additional Information: [full citation](#), [abstract](#)

The papers in this special issue were compiled from responses to the announcement in the July 1984 issue of the SIGART newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflected in the sixty papers received from over six countries. About half the papers were received over the computer network.

27 Using background knowledge to speed reinforcement learning in physical agents



Daniel Shapiro, Pat Langley, Ross Shachter

May 2001 **Proceedings of the fifth international conference on Autonomous agents**

Publisher: ACM Press

Full text available: pdf(483.84 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes Icarus, an agent architecture that embeds a hierarchical reinforcement learning algorithm within a language for specifying agent behavior. An Icarus program expresses an approximately correct theory about how to behave with options at varying levels of detail, while the Icarus agent determines the best options by learning from experience. We describe Icarus and its learning algorithm, then report on two experiments in a vehicle control domain. The first examines the ben ...

Keywords: action selection and planning, adaptation and learning, agent architectures,


hierarchical reinforcement learning

28 Quality engineering: How one product team met the quality challenge


Mark Changfoot, Ted Fines, Rod Lawson, Nick Lecic, Pat Morenz, Doug Mortson, Pramod Patel, Shelagh Roberts, Sheik Sahib, Rollie Sing

October 1993 **Proceedings of the 1993 conference of the Centre for Advanced Studies on Collaborative research: software engineering - Volume 1****Publisher:** IBM PressFull text available:  [pdf\(1.63 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)


A primary goal of product development teams today is to ensure that quality is integral to everything they do. This article describes the initiatives the members of one product development team undertook to incorporate quality into every phase of their development process. The product was new, the team was new, and there was a strong commitment from every member of the team to prove just how much one product team could do to ensure the quality of its product. Development methodologies, process ma ...

29 Teamwork: A prototype infrastructure for distributed robot-agent-person teams Paul Scerri, David Pynadath, Lewis Johnson, Paul Rosenbloom, Mei Si, Nathan Schurr, Milind TambeJuly 2003 **Proceedings of the second international joint conference on Autonomous agents and multiagent systems****Publisher:** ACM PressFull text available:  [pdf\(360.59 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Effective coordination of robots, agents and people promises to improve the safety, robustness and quality with which shared goals are achieved by harnessing the highly heterogeneous entities' diverse capabilities. Proxy-based integration architectures are emerging as a standard method for coordinating teams of heterogeneous entities. Such architectures are designed to meet imposing challenges such as ensuring that the diverse capabilities of the group members are effectively utilized, avoiding ...


Keywords: adjustable autonomy, robot-agent-person teams**30** Research sessions: query optimization: Robust query processing through progressive optimization Volker Markl, Vijayshankar Raman, David Simmen, Guy Lohman, Hamid Pirahesh, Miso CilimdžicJune 2004 **Proceedings of the 2004 ACM SIGMOD international conference on Management of data****Publisher:** ACM PressFull text available:  [pdf\(331.15 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Virtually every commercial query optimizer chooses the best plan for a query using a cost model that relies heavily on accurate cardinality estimation. Cardinality estimation errors can occur due to the use of inaccurate statistics, invalid assumptions about attribute independence, parameter markers, and so on. Cardinality estimation errors may cause the optimizer to choose a sub-optimal plan. We present an approach to query processing that is extremely robust because it is able to detect and re ...

31 Projectors: advanced graphics and vision techniques Ramesh RaskarAugust 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04****Publisher:** ACM PressFull text available:  [pdf\(6.53 MB\)](#) Additional Information: [full citation](#)

32 Noun-phrase co-occurrence statistics for semiautomatic semantic lexiconconstruction

Brian Roark, Eugene Charniak

August 1998 **Proceedings of the 17th international conference on Computational linguistics - Volume 2 , Proceedings of the 36th annual meeting on Association for Computational Linguistics - Volume 2****Publisher:** Association for Computational Linguistics , Association for Computational LinguisticsFull text available:  pdf(647.54 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#) [Publisher Site](#)

Generating semantic lexicons semi-automatically could be a great time saver, relative to creating them by hand. In this paper, we present an algorithm for extracting potential entries for a category from an on-line corpus, based upon a small set of exemplars. Our algorithm finds more correct terms and fewer incorrect ones than previous work in this area. Additionally, the entries that are generated potentially provide broader coverage of the category than would occur to an individual coding them ...

33 Extracting predicates from mining models for efficient query evaluation

Surajit Chaudhuri, Vivek Narasayya, Sunita Sarawagi

September 2004 **ACM Transactions on Database Systems (TODS)**, Volume 29 Issue 3**Publisher:** ACM PressFull text available:  pdf(698.37 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Modern relational database systems are beginning to support ad hoc queries on mining models. In this article, we explore novel techniques for optimizing queries that contain predicates on the results of application of mining models to relational data. For such queries, we use the internal structure of the mining model to automatically derive traditional database predicates. We present algorithms for deriving such predicates for a large class of popular discrete mining models: decision trees, nai ...

Keywords: Complex predicate optimization, simpler rules from complex predictive functions

34 An interdisciplinary field robotics program for undergraduate computer science and engineering education

Christopher Kitts, Neil Quinn

June 2004 **Journal on Educational Resources in Computing (JERIC)**, Volume 4 Issue 2**Publisher:** ACM PressFull text available:  pdf(621.76 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Santa Clara University's Robotic Systems Laboratory conducts an aggressive robotic development and operations program in which interdisciplinary teams of undergraduate students build and deploy a wide range of robotic systems, ranging from underwater vehicles to spacecraft. These year-long projects expose students to the breadth of and interdependence among engineering disciplines, the span of processes in a system development lifecycle, and the challenges of managing a development process. Over ...

Keywords: autonomous control, field robotics, interdisciplinary education, mobile robots, project based learning, teleoperation, telerobotics

35 Papers: agent applications: Using cooperative mediation to coordinate traffic lights: a case study

Denise de Oliveira, Ana L. C. Bazzan, Victor Lesser

July 2005 **Proceedings of the fourth international joint conference on Autonomous agents and multiagent systems AAMAS '05****Publisher:** ACM PressFull text available:  pdf(391.78 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Several approaches tackle the problem of reducing traffic jams. A class of these approaches deals with coordination of traffic lights in order to allow vehicles traveling in a given direction to pass an arterial without stopping at junctions. In short, classical approaches, which are mostly based on offline and centralized determination of the prioritized direction, are quite inflexible since they cannot cope with dynamic changes in the traffic volume. More flexible approaches have been proposed ...

Keywords: constraint optimization problems, coordination, traffic control

36 Legged robots



Marc H. Raibert

June 1986 **Communications of the ACM**, Volume 29 Issue 6

Publisher: ACM Press

Full text available: pdf(5.19 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Research on legged machines can lead to the construction of useful legged vehicles and help us to understand legged locomotion in animals.

37 VANET channel characteristics and safety applications: Broadcast reception rates and effects of priority access in 802.11-based vehicular ad-hoc networks



Marc Torrent-Moreno, Daniel Jiang, Hannes Hartenstein

October 2004 **Proceedings of the 1st ACM international workshop on Vehicular ad hoc networks VANET '04**

Publisher: ACM Press

Full text available: pdf(228.35 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

One key usage of VANET is to support vehicle safety applications. This use case is characterized by the prominence of broadcasts in scaled settings. In this context, we try to answer the following questions: *i)* what is the probability of reception of a broadcast message by another car depending on its distance to the sender, *ii)* how to give priority access and an improved reception rate for important warnings, e.g., sent out in an emergency situation, and *iii)* how are the ab ...

Keywords: IEEE 802.11, broadcast reception rates, non-deterministic radio propagation model, priority access

38 Planning and resource allocation for hard real-time, fault-tolerant plan execution



Ella M. Atkins, Tarek F. Abdelzaher, Kang G. Shin, Edmund H. Durfee

April 1999 **Proceedings of the third annual conference on Autonomous Agents**

Publisher: ACM Press

Full text available: pdf(1.01 MB)

Additional Information: [full citation](#), [references](#), [index terms](#)

39 Technical session 12: intriguing applications: Incremental detection of text on road signs from video with application to a driving assistant system



Wen Wu, Xilin Chen, Jie Yang

October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: pdf(678.16 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper proposes a fast and robust framework for incrementally detecting text on road signs from natural scene video. The new framework makes two main contributions. First, the framework applies a Divide-and-Conquer strategy to decompose the original task into two sub-tasks, that is, localization of road signs and detection of text. The algorithms for the two sub-tasks are smoothly incorporated into a unified framework through a real time

tracking algorithm. Second, the framework provides ...

Keywords: driving assistant system, incremental text detection, natural scene video, road sign

40 Simulation and modeling: An integrated mobility and traffic model for vehicular



wireless networks

David R. Choffnes, Fabián E. Bustamante

September 2005 **Proceedings of the 2nd ACM international workshop on Vehicular ad hoc networks VANET '05**

Publisher: ACM Press

Full text available: [pdf\(280.71 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Ad-hoc wireless communication among highly dynamic, mobile nodes in a urban network is a critical capability for a wide range of important applications including automated vehicles, real-time traffic monitoring and vehicular safety applications. When evaluating application performance in simulation, a realistic mobility model for vehicular ad-hoc networks (VANETs) is critical for accurate results. This paper analyzes ad-hoc wireless network performance in a vehicular network in which nodes move ...

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41 [Technical reports](#)



SIGACT News Staff

 January 1980 **ACM SIGACT News**, Volume 12 Issue 1

Publisher: ACM Press

 Full text available: [pdf\(5.28 MB\)](#)

 Additional Information: [full citation](#)

42 [Strategic computing at DARPA: overview and assessment](#)



Mark Stefik

 July 1985 **Communications of the ACM**, Volume 28 Issue 7

Publisher: ACM Press

 Full text available: [pdf\(1.98 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Strategic Computing, a 10-year initiative to build faster and more intelligent systems, is ambitious, flawed by overscheduling perhaps and problems of definition, but basically sound.

43 [U-commerce & u-business: Towards ubiquitous tourist service coordination and integration: a multi-agent and semantic web approach](#)



Dickson K. W. Chiu, Ho-fung Leung

 August 2005 **Proceedings of the 7th international conference on Electronic commerce ICEC '05**

Publisher: ACM Press

 Full text available: [pdf\(351.49 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

With the recent advances in mobile technologies and infrastructures, there are increasing demands for ubiquitous access to tourist information systems for service coordination and integration. However, disparate tourist information and service resources make it particularly difficult for mobile tourists to use them effectively during their trips. Neither can current tourist portals assist tourists proactively or adequately to overcome this problem. Motivated by the emerging technologies of multi ...

Keywords: multi-agent information system, ontology, semantic web, tourist information system, ubiquitous computing

44 [Translation of Decision Tables](#)



Udo W. Pooch

 June 1974 **ACM Computing Surveys (CSUR)**, Volume 6 Issue 2

**Publisher:** ACM Press

Full text available: pdf(2.10 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**45** Information systems outsourcing: a survey and analysis of the literature

Jens Dibbern, Tim Goles, Rudy Hirschheim, Bandula Jayatilaka

November 2004 **ACM SIGMIS Database**, Volume 35 Issue 4**Publisher:** ACM Press

Full text available: pdf(1.51 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

In the last fifteen years, academic research on information systems (IS) outsourcing has evolved rapidly. Indeed the field of outsourcing research has grown so fast that there has been scant opportunity for the research community to take a collective breath, and complete a global assessment of research activities to date. This paper seeks to address this need by exploring and synthesizing the academic literature on IS outsourcing. It offers a roadmap of the IS outsourcing literature, highlight ...

Keywords: determinants, literature review, outcomes, outsourcing, relationships, research approaches, theoretical foundations

46 Controlling Complexity: Investigating human-computer optimization

Stacey D. Scott, Neal Lesh, Gunnar W. Klau

April 2002 **Proceedings of the SIGCHI conference on Human factors in computing systems: Changing our world, changing ourselves****Publisher:** ACM Press

Full text available: pdf(1.57 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Scheduling, routing, and layout tasks are examples of hard optimization problems with broad application in industry. Past research in this area has focused on algorithmic issues. However, this approach neglects many important human-computer interaction issues that must be addressed to provide people with practical solutions to optimization problems. Automatic methods do not leverage human expertise and can only find solutions that are optimal with regard to an invariably over-simplified problem ...

Keywords: human-in-the-loop, interactive optimization, semi-automatic optimization, tabletop interfaces, training systems, user study

47 Group C: MAXENT: consistent cardinality estimation in action

V. Markl, M. Kutsch, T. M. Tran, P. J. Haas, N. Megiddo

June 2006 **Proceedings of the 2006 ACM SIGMOD international conference on Management of data SIGMOD '06****Publisher:** ACM Press

Full text available: pdf(311.63 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

When comparing alternative query execution plans (QEPs), a cost-based query optimizer in a relational database management system needs to estimate the selectivity of conjunctive predicates. To avoid inaccurate independence assumptions, modern optimizers try to exploit multivariate statistics (MVS) that provide knowledge about joint frequencies in a table of a relation. Because the complete joint distribution is almost always too large to store, optimizers are given only partial knowledge about t ...

Keywords: cardinality bias, maximum entropy, query optimization, selectivity estimation

48 Crowd and group animation

Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas



Sutton

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes**
SIGGRAPH '04**Publisher:** ACM PressFull text available: [pdf\(20.19 MB\)](#) Additional Information: [full citation](#), [abstract](#)

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

49 Special issue on knowledge representation

Ronald J. Brachman, Brian C. Smith

February 1980 **ACM SIGART Bulletin**, Issue 70**Publisher:** ACM PressFull text available: [pdf\(13.13 MB\)](#) Additional Information: [full citation](#), [abstract](#)

In the fall of 1978 we decided to produce a special issue of the SIGART Newsletter devoted to a survey of current knowledge representation research. We felt that there were two useful functions such an issue could serve. First, we hoped to elicit a clear picture of how people working in this subdiscipline understand knowledge representation research, to illuminate the issues on which current research is focused, and to catalogue what approaches and techniques are currently being developed. Secon ...

50 Computing curricula 2001September 2001 **Journal on Educational Resources in Computing (JERIC)****Publisher:** ACM PressFull text available: [pdf\(613.63 KB\)](#) [html\(2.78 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**51** Three-dimensional object recognition

Paul J. Besl, Ramesh C. Jain

March 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 1**Publisher:** ACM PressFull text available: [pdf\(7.76 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A general-purpose computer vision system must be capable of recognizing three-dimensional (3-D) objects. This paper proposes a precise definition of the 3-D object recognition problem, discusses basic concepts associated with this problem, and reviews the relevant literature. Because range images (or depth maps) are often used as sensor input instead of intensity images, techniques for obtaining, processing, and characterizing range data are also surveyed.

52 Requirements interaction management

William N. Robinson, Suzanne D. Pawlowski, Vecheslav Volkov

June 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 2**Publisher:** ACM PressFull text available: [pdf\(1.24 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Requirements interaction management (RIM) is the set of activities directed toward the discovery, management, and disposition of critical relationships among sets of requirements, which has become a critical area of requirements engineering. This survey looks at the evolution of supporting concepts and their related literature, presents an issues-based framework for reviewing processes and products, and applies the framework in a review of RIM state-of-the-art. Finally, it presents seven research ...

Keywords: KAOS, KATE, Oz, Requirements engineering, Telos, WinWin, analysis and design, composite system, deficiency driven design, dependency analysis, distributed intentionality, interaction analysis, software cost reduction (SCR), system architecture, system specification, viewpoints

53 UGWS contributions: Braitenberg simulations as vehicles of evolution



Correy Allen Kowall

June 2005 **Proceedings of the 2005 workshops on Genetic and evolutionary computation GECCO '05**

Publisher: ACM Press

Full text available: pdf(169.75 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we describe a series of simulations that serve as a verification of the abstract similarity between vehicular and animal navigation. Valentino Braitenberg used this similarity to illustrate that vehicles controlled by very simple biologically inspired circuits, manifest a wonderful diversity of complex animal behaviors. By constructing a series of experiments that are designed around the possibility of interchanging phenomena that affect vehicles or animals, we hope to show that t ...

Keywords: adaptive systems, cooperative populaces, divergence, evolution, interference of adaptive systems

54 Insight through innovation: a dynamic approach to demand based toll plaza lane staffing



John Danko, Victor Gulewicz

December 1994 **Proceedings of the 26th conference on Winter simulation**

Publisher: Society for Computer Simulation International

Full text available: pdf(716.10 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: modeling methodology, toll collector scheduling, toll plaza simulation

55 Bazaars, services, and systems: MoB: a mobile bazaar for wide-area wireless services



Rajiv Chakravorty, Sulabh Agarwal, Suman Banerjee, Ian Pratt

August 2005 **Proceedings of the 11th annual international conference on Mobile computing and networking MobiCom '05**

Publisher: ACM Press

Full text available: pdf(344.72 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We introduce MoB, an infrastructure for collaborative wide-area wireless data services. MoB proposes to change the current model of data services in the following fundamental ways: (1) it decouples infrastructure providers from services providers and enables fine-grained competition, (2) it allows service interactions on arbitrary timescales, and, (3) it promotes flexible composition of these fine-grained service interactions based on user and application needs. At the heart of MoB is an open mar ...

Keywords: incentives, reputation, wide-area wireless, wireless services

56 Wireless networks: Trajectory knowledge for improving topology control in mobile ad-hoc networks



Jérôme Härri, Navid Nikaein, Christian Bonnet

October 2005 **Proceedings of the 2005 ACM conference on Emerging network experiment and technology CoNEXT'05**

Publisher: ACM Press

Full text available:  [pdf\(486.97 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

While most topology control protocols only address limited network mobility, we propose in this paper a quasi-localized topology control algorithm that considers mobility predictions in order to construct and maintain a power efficient topology without relying on periodic beacons. Indeed, a node is capable of extracting linear trajectories of its neighboring nodes based on their positions and velocities. Based on such information, a node obtains a local prediction of neighborhood evolution and c ...

Keywords: localized topology control, power assignment, stochastic mobility prediction, trajectory, wireless ad hoc networks

57 Improving the cache locality of memory allocation



Dirk Grunwald, Benjamin Zorn, Robert Henderson

June 1993 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1993 conference on Programming language design and implementation PLDI '93**, Volume 28 Issue 6

Publisher: ACM Press

Full text available:  [pdf\(1.20 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The allocation and disposal of memory is a ubiquitous operation in most programs. Rarely do programmers concern themselves with details of memory allocators; most assume that memory allocators provided by the system perform well. This paper presents a performance evaluation of the reference locality of dynamic storage allocation algorithms based on trace-driven simulation of five large allocation-intensive C programs. In this paper, we show how the design of a memory allocator can signifi...

58 Conflicts in teamwork: hybrids to the rescue



M. Tambe, E. Bowring, H. Jung, G. Kaminka, R. Maheswaran, J. Marecki, P. J. Modi, R. Nair, S. Okamoto, J. P. Pearce, P. Paruchuri, D. Pynadath, P. Scerri, N. Schurr, P. Varakantham
July 2005 **Proceedings of the fourth international joint conference on Autonomous agents and multiagent systems AAMAS '05**

Publisher: ACM Press

Full text available:  [pdf\(495.33 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Today within the AAMAS community, we see at least four competing approaches to building multiagent systems: belief-desire-intention (BDI), distributed constraint optimization (DCOP), distributed POMDPs, and auctions or game-theoretic approaches. While there is exciting progress within each approach, there is a lack of cross-cutting research. This paper highlights hybrid approaches for multiagent teamwork. In particular, for the past decade, the TEAMCORE research group has focused on building age ...

Keywords: BDI, DCOP, POMDP, game theory

59 Frontmatter (TOC, Letters, Philosophy of computer science, Interviewers needed,



Taking software requirements creation from folklore to analysis, SW components and product lines: from business to systems and technology, Software engineering survey)

September 2005 **ACM SIGSOFT Software Engineering Notes**, Volume 30 Issue 5

Publisher: ACM Press

Full text available:  [pdf\(1.98 MB\)](#) Additional Information: [full citation](#), [index terms](#)

60 Technique for automatically correcting words in text



Karen Kukich

December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(6.23 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Research aimed at correcting words in text has focused on three progressively more difficult problems: (1) nonword error detection; (2) isolated-word error correction; and (3) context-dependent word correction. In response to the first problem, efficient pattern-matching and n-gram analysis techniques have been developed for detecting strings that do not appear in a given word list. In response to the second problem, a variety of general and application-specific spelling cor ...

Keywords: n-gram analysis, Optical Character Recognition (OCR), context-dependent spelling correction, grammar checking, natural-language-processing models, neural net classifiers, spell checking, spelling error detection, spelling error patterns, statistical-language models, word recognition and correction

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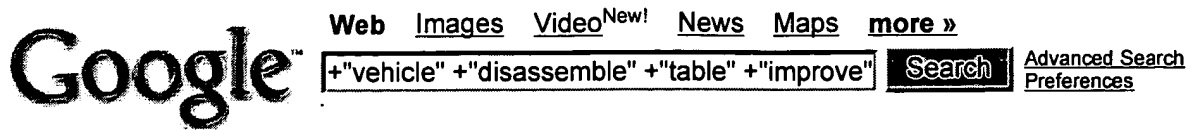
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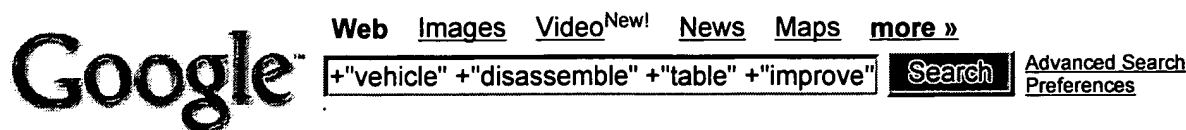


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johnnyfive alive!... NO DISASSEMBLE, MORE INPUT!!

In '04 I'd noticed that access was possible by **vehicle**, and thought that it ... Later we gathered around the **table** for devos courtesy of Nick and to sing a ...
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